

WHAT IS CLAIMED IS:

1 1. A process for executing game formats in association with a communication
2 facility including remote terminal apparatus for individual playing callers, wherein said remote
3 terminal apparatus may include a conventional telephone instrument with voice communication
4 means and digital input means in the form of an array of alphabetic, numeric buttons for
5 providing data, said process including the steps of:

6 interfacing said communication facility to provide voice signals for cueing callers
7 and receiving responsive digital data in accordance with a select format;
8 storing data to identify callers and indicate caller scores;
9 storing a plurality of batches of questions for use in said formats;
10 selecting a question from a specific batch of questions to cue a caller;
11 cueing a caller with said question; and
12 testing the response of a caller to a selected question and scoring the response
13 accordingly in the caller's score.

1 2. A process according to claim 1 further including a step of testing a selected
2 question prior to cueing said caller.

1 3. A process according to claim 2 further including a step of recording questions
2 previously used to cue callers and wherein said step of testing tests previously used questions to
3 cue callers against a selected question.

1 4. A process according to claim 1 further including a step of assigning data cells to
2 callers to record identification and score data.

1 5. A process according to claim 1 wherein said step of testing a response comprises
2 testing data represented by number identification signals provided automatically by said
3 communication facility to indicate called or calling numbers.

1 6. A process for executing game formats in association with a communication
2 facility including remote terminal apparatus for individual playing callers, wherein said remote
3 terminal apparatus may include a conventional telephone instrument with voice communication
4 means and digital input means in the form of an array of alphabetic, numeric buttons for
5 providing data, said process including the steps of:

6 interfacing said communication facility to provide voice signals for cueing callers
7 and receiving responsive digital data in accordance with a select format;
8 storing data to identify callers and indicate caller scores;
9 cueing a caller and processing the caller's response with reference to time to
10 establish a score value based on time and responsive answer data; and
11 reflecting score values in the data stored to indicate caller scores.

1 7. A process according to claim 6 further including a step of cueing a caller to
2 determine a value at risk and also establishing said score value on said value at risk.

1 8. A process according to claim 6 further including a step of abstracting and
2 registering said score values.

1 9. A process according to claim 8 further including the step of reporting score values
2 to a caller as abstracted and registered.

1 10. A process according to claim 6 further including a step of assigning a data cell to
2 a caller to receive a plurality of caller scores.

1 11. A process according to claim 10 wherein said step of assigning a data cell further
2 includes receiving data represented by number identification signals provided automatically by
3 said communication facility to indicate called or calling numbers.

1 12. A process for executing game formats in association with a communication
2 facility including remote terminal apparatus for individual playing callers, wherein said remote
3 terminal apparatus may include a conventional telephone instrument with voice communication
4 means and digital input means in the form of an array of alphabetic, numeric buttons for
5 providing data, said process including the steps of:

6 interfacing said communication facility to provide voice signals for cueing callers
7 and receiving responsive digital data in accordance with a select format;

8 storing data to identify callers and indicate caller scores;

9 cueing a caller and processing the caller's response to establish a value at risk for
10 the caller; and

11 testing the response of a caller to a selected question and scoring the response
12 accordingly in the caller's score reflecting the established value at risk.

1 13. A process according to claim 12 wherein said step of storing data includes storing
2 data represented by number identification signals provided automatically by said communication
3 facility to indicate called or calling numbers.

1 14. A process according to claim 12 further including a step of assigning data cells to
2 callers to record identification and score data.

1 15. A process according to claim 12 further including a step of assigning a data cell to
2 a caller to receive a plurality of caller scores.

1 16. A process for executing game formats in association with a communication
2 facility including remote terminal apparatus for individual playing callers, wherein said remote
3 terminal apparatus may include a conventional telephone instrument with voice communication
4 means and digital input means in the form of an array of alphabetic, numeric buttons for
5 providing data, said process including the steps of:

6 receiving associated telephone number signals upon the instance of a call from
7 one of said remote terminal apparatus:

8 testing said associated telephone number signals with respect to stored data to
9 determine the acceptability of said call from said one of said remote terminal apparatus as
10 indicated by an acceptability signal;

11 accepting said call from said one of said remote terminal apparatus conditioned on
S 12 said acceptability signal; and
B 13

14 interfacing said communication facility to provide voice signals for cueing callers
and receiving responsive digital data in accordance with a select format to accepted calls.

1 2 3 16. A process according to claim 16 wherein said step of receiving associated
telephone number signals includes receiving data represented by number identification signals
provided automatically by said communication facility to indicate called or calling numbers.

1 2 3 17. A process according to claim 16 wherein said step of testing is accomplished prior
to accepting said call whereby audio communication is not established for calls that are not
accepted.

1 2 3 18. A process for statistical analysis of data for use with a communication facility
including remote terminal apparatus for individual callers, wherein said remote terminal
apparatus may comprise a conventional telephone instrument including voice communication
means and digital input means in the form of an array of alphabetic numeric buttons for
providing identification and statistical data, said process including the steps of:

6 7 8 interfacing said communication facility to provide voice signals and receive
digital identification of identification data developed by said terminal apparatus under
control of said caller;

9 10 generating voice signals and supplying said voice signals to actuate said terminal
apparatus, as to provide vocal operating instructions to a caller;

providing sequence signals representative of sequence data indicating the sequence of a call with reference to the calls from other callers;

designating callers based on a computer generated number;

initiating files and storing data from qualified callers including,

(1) designation data as indicated by said designation data, and

(2) identification data as indicated by said identification signals;

providing external data signals distinct from said designation data provided to callers; and

comparing said designation data provided by callers and analyzing said designation data with said external data in combination to isolate a select subset of said callers.

20. A process according to claim 19 wherein said external data signals comprise random value signals.

21. A process according to claim 19 wherein said comparing further includes
said processing as between said designation data.

1 22. A process according to claim 19 wherein said identification data includes data
2 represented by number identification signals provided automatically by said communication
3 facility to indicate called or calling numbers.

1 23. A process for executing game formats in association with a communication
2 facility including remote terminal apparatus for individual playing callers, wherein said remote
3 terminal apparatus may include a conventional telephone instrument with voice communication
4 means and digital input means in the form of an array of alphabetic, numeric buttons for
5 providing data, said process including the steps of:

6 interfacing said communication facility to provide voice signals for cueing callers
7 and receiving responsive digital data in accordance with a select format;

8 storing data to identify callers and indicate caller scores;

9 cueing a caller and processing the caller's response with reference to defining an
10 initial subset; and

11 further cueing a caller and reflecting score values in the data stored to indicate
12 caller scores.

1 24. A process according to claim 23 wherein said further cueing and reflecting
2 defines a subsequent subset.

1 25. A system for executing game formats in association with a communication
2 facility including remote terminal apparatus for individual playing callers, wherein said remote
3 terminal apparatus may include a conventional telephone instrument with voice communication
4 means and digital input means in the form of an array of alphabetic, numeric buttons for
5 providing data, said system comprising:

6 means for interfacing said communication facility to provide voice signals for
7 cueing callers and receiving responsive digital data in accordance with a select format;

8 means for storing data to identify callers and indicate caller scores;
9 means for storing a plurality of batches of questions for use in said formats;
10 means for selecting a question from a specific batch of questions to cue a caller;
11 means for cueing a caller with said question; and
12 means for testing the response of a caller to a selected question and scoring the
13 response accordingly in the caller's score.

1 26. A system according to claim 25 wherein said means for storing data includes
2 means for receiving and storing data represented by number identification signals provided
3 automatically by said communication facility to indicate called or calling numbers.

1 27. A system for executing game formats in association with a communication
2 facility including remote terminal apparatus for individual playing callers, wherein said remote
3 terminal apparatus may include a conventional telephone instrument with voice communication
4 means and digital input means in the form of an array of alphabetic, numeric buttons for
5 providing data, said system comprising:

6 means for interfacing said communication facility to provide voice signals for
7 cueing callers and receiving responsive digital data in accordance with a select format;
8 means for storing data to identify callers and indicate caller scores;
9 means for cueing a caller and processing the caller's response with reference to
10 time to establish a score value based on time and responsive answer data; and
11 means for reflecting score values in the data stored to indicate caller scores.

1 28. A system according to claim 27 wherein said means for storing data includes
2 means for receiving and storing data represented by number identification signals provided
3 automatically by said communication facility to indicate called or calling numbers.

1 29. A system for executing game formats in association with a communication
2 facility including remote terminal apparatus for individual playing callers, wherein said remote
3 terminal apparatus may include a conventional telephone instrument with voice communication
4 means and digital input means in the form of an array of alphabetic, numeric buttons for
5 providing data, said system comprising:

6 means for interfacing said communication facility to provide voice signals for
7 cueing callers and receiving responsive digital data in accordance with a select format;

8 means for storing data to identify callers and indicate caller scores;

9 means for cueing a caller and processing a caller's response to store a value at risk
10 for the caller; and

11 means for testing the response of a caller to a selected question and scoring the
12 response accordingly in the caller's score reflecting the established value at risk.

1 30. A system for executing game formats in association with a communication
2 facility including remote terminal apparatus for individual playing callers, wherein said remote
3 terminal apparatus may include a conventional telephone instrument with voice communication
4 means and digital input means in the form of an array of alphabetic, numeric buttons for
5 providing data, said system comprising:

6 means for receiving associated telephone number signals upon the instance of a
7 call from one of said remote terminal apparatus;

8 means for testing said associated telephone number signals with respect to stored
9 data to determine the acceptability of said call from said one of said remote terminal
10 apparatus as indicated by an acceptability signal;

11 means for accepting said call from said one of said remote terminal apparatus
12 conditioned on said acceptability signal; and
13 means for interfacing said communication facility to provide voice signals for cueing
14 callers and receiving responsive digital data in accordance with a select format to
15 accepted calls.

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